

Blue Ridge Council Exporee 2018
Pinewood Derby Registration Procedures
For Cub Scouts
Competing in the Council Pinewood Derby

Registration:

- Each District will be able to enter **no more than three cub scouts in each of the five ranks** (Tigers, Wolves, Bears, Webelos I and Webelos II). **Plus three Lions**
- Racers will be entered into the racing cue on a first come first served basis. To be entered into the cue, racers should go to the Registration Desk located by the track, complete the registration process and receive a Drivers' License.
- It is our plan to have all boys, who wish to do so, get an opportunity to race. **HOWEVER** if crowd size is large, registration will be closed and no other racers will be permitted once it is determined that enough racers are in the cue to cause racing to go to the end of activities for the day.

Blue Ridge Council Exporee 2018
Pinewood Derby Rules for Cub Scouts
Participating in Council Competition

Racing Regulations:

1. The Cub Scout's name, year, Pack number and District must be on the bottom of the car. Only cars made for **this year's Pinewood Derby will be allowed to race**. Previous year's entries will not be allowed.
2. Cub Scouts must sign in at the registration desk with their name, rank, Pack number and District prior to racing.
3. Each car must go through an inspection process. If the car fails any of the outlined specifications in the regulations for car construction, it will be returned to the Cub Scout for repair and he must go through the inspection process again.
4. When the car has passed inspection it will be placed on the impound table. **Due to time constraints and expected crowd size, cars will be placed on the track by the Pit Crew.**
5. Scouts must race their own car. Another person or Scout cannot race a car for a boy who is sick, out of town, etc.
6. Cars must maintain lane integrity. If a car jumps out of its lane prior to crossing the finish line and interferes with the progress of another car or cars, the offending car will receive a time of 5.000 seconds and the other car or cars will re-run its/their race. If a car jumps the lane but does not interfere with any other car, the offending car will receive a time of 5.000 seconds and the other cars will receive the time they achieved.
7. If, according to the judges, the track malfunctions, the cars racing at that time will re-run their race, once the track is working properly. Other cars in the competition will not run an extra race. Every effort is made to ensure proper track function. However, if a track malfunction causes some cars to run an extra race that is simply the luck of the draw.
8. Scouts and Scouters are encouraged to wear their uniform.
9. Please note that the pit crews manning the race tracks are volunteers. Mistakes can be made. However, we will make every effort to correct any errors as soon as they have been pointed out to us. Parents are encouraged to respectfully notify the pit crew as soon as they detect a possible error so that it can be resolved in an expedient manner. Remember, the purpose of the Derby is to have fun and to exhibit sportsmanship. Excessive arguing with the pit crew runs counter to this purpose.

**Blue Ridge Council Pinewood Derby
Car Construction Specifications
For Cub Scouts
2018:**

1. Axles, wheels, and body wood must be from the **Official BSA Pinewood Derby Kit** or the **Official Pinewood Derby Wheels and Axles** kit (colored wheels). Kits purchased at hobby shops or internet sites are not the same as the BSA kit and will not be allowed.
2. The width of the car will not exceed **2 ¾"**. The length of the car will not exceed **7"** (The original length of the wood in the Pinewood Derby kit may exceed the 7" limit for racing, and should be trimmed). Any details added must keep the car within the length, width and weight limits. Width and length will be checked using a template.
3. Wheelbase measures **4 3/8"** (the distance between the axles). Location of the axles cannot be altered. Axle location will be checked using a box template. Axles must remain visible for inspection.
4. The front center of the car should not be pointed, and should be flat so that the car will rest securely on the starting pin. No portion of the front of the car can extend beyond the front center of the car.
5. The clearance beneath the car should be a minimum of **3/8"**. Less than this and the car may drag on the center strip of the track.
6. The weight of the car will not exceed **5.0 ounces** as measured with official scales, set with an official weight, as provided by the Council.
7. Wheel bearings, washers, bushings and springs are prohibited on the wheels or axles.
8. The car must be freewheeling with no starting devices.
9. Wheels and axles can be sanded for smoothness **only by hand**. Wheels **cannot be altered** in any way (width or shape). If there is a problem with your wheels you should purchase a new set instead of trying to alter them. **Axles and wheels may not be sanded using any form of an electrical or battery operated device.**
10. No loose materials of any kind are allowed in or on the car. Weights must be firmly attached. **If weights or any other item falls off of the car, including wheels, the car must continue to race without that item.**